**DIGITAL NATION VIDEO SUMMARY AND REACTIONS**

**Cover the following topics in your report:**

**(type two things you’ve learned as you watch)**

1. **MIT Students**
   1. **teachers have to compete with so much the technology as they teach. they were not paying attention”trying in a way that’s not as effective as it could be, and paying attention to so much else. Only certain things you can think about one at a time.**
   2. **they find it so commonplace to be on their phones while talking to other people, and not rude, because they will do it to others as well**
   3. **students always have to be connected-to everything!**
2. **Impact of Technology on Students**
   1. **Natives vs Immigrants**
      1. **kids who grew up in it are natives**
         1. **they are going to be learning about how to do stuff, build stuff, work on stuff (instead of remembering)**
         2. **short attention span-bored easily-instant gratification education-teaches you that you should have everything right away**
      2. **people who didn’t-immigrants**
   2. **Basic Writing Skills**
      1. **have decreased as kids get older and more involved in technology**
      2. **write in paragraph instead of essay-less big ideas, more bursts and snippets**
      3. **things aren’t connected when they write**
3. **South Korea**
   1. **addicted to video games, but they use more than online PC internet cafes**
   2. **they have started to recognize it as a mental health addiction**
   3. **they built it up initially to save their culture and went digital, but it now has back lashes**
   4. **why are parents not regulating this**
   5. **i wonder if parents and kids have a generational split in what they have knowledge of-communication is lacking**
   6. **government has started free internet rescue camps. To the point that the parents can’t step in!**
   7. **they have lost childhood simple things because they have been so computer bound**
   8. **required at 2nd grade how to use computers responsibilities-teaching manners/ethics first, then technical use 2nd**
4. **Virtual Worlds**
   1. **Second Life**
      1. **a place where you can become something new**
      2. **can create and discover things you wouldn’t in real life**
      3. **you make an avatar and live in that world as that person**
      4. **can do same things as real person can**
      5. **wanted to rewrite the rules of interaction between human beans**
      6. **hold meetings on virtual offices/places**
   2. **IBM**
      1. **they are using second life to shift meetings into a virtual world in order to meet with others online instead of flying people to them**
      2. **they are training their people how to use the virtual worlds and move in them to meet people and be much more in an “old” workplace environment**
      3. **people claim it’s more engaging and human in a way (is it?...)**
   3. **World of Warcraft**
      1. **online game that people from anywhere in the world**
      2. **people can be anything they want to be, and even higher than their rank in life**
      3. **fully immersed in a world that’s tellin you a kind of story and allows for a lot of imagination**
      4. **they can talk with other players who help to figure out the problem and adventures within the game**
   4. **Virtual Experiences**
      1. **people are not wired to differentiate between virtual and real life. If it looks real and smells real and feels real, our brains do not know the difference.**
      2. **get advantages just by tinkering with a slight size difference, and still have the advantage in real life**
      3. **can profoundly affect you, kids believe what they experienced was real and actually happened**
5. **U.S. Military - Virtual Training**
   1. **using computer sims to treat PTSD-VR therapy**
   2. **helps them work through stressful situations that they had experienced**
   3. **practicing breaking into buildings and determining the enemy correctly**
   4. **physical battlefield vs. virtual one**
   5. **using drones to do battle without lives lost to army**
   6. **dealing and accepting risk-the detachment that comes with it**
   7. **how much does that weigh on their minds if they aren’t hitting what they are suppose to**
   8. **using gaming places to “recruit” kids and get them interested and see their skills**